

AMENDMENTS TO THE CLAIMS

Please cancel claim 2 without prejudice. Please accept amended claims 1, 3, 4, 8-10 and 19 as follows:

1. (Currently Amended) A computer-implemented method for representing user activity within an environment ~~having at least one aspect~~ comprising the steps of:

~~representing aspects in~~ displaying an activity map comprising at least two perspectives of the environment, wherein each perspective is an abstract graphical display of at least one aspect of the user activity within the environment;

selecting an element of a first perspective, wherein the element of the first perspective is an abstract graphical display of a first predefined characteristic of the user activity within the environment; and

~~representing displaying a state of a user within the environment as a tangible link between each~~ associating the element of the first perspective and at least one element of a second perspective, wherein each element of the second perspective is an abstract graphical display of a corresponding predefined characteristic of the user activity within the environment.

2. (Cancelled)

3. (Currently Amended) The computer-implemented method of claim 1, further comprising the steps of:

determining a value of at least one predefined characteristic of the user activity; and

dynamically incorporating ~~the state of the user~~ the value of the at least one predefined characteristic of the user activity in the activity map.

4. (Currently Amended) The computer-implemented method of claim 1, wherein ~~the state of the user~~ each predefined characteristic of the user activity includes one of a user location, a user status within a hierarchy, a user emotion, and a quality of user conversation.

5. (Previously Presented) The computer-implemented method of claim 1, wherein the tangible link associates the at least two perspectives of the activity map.

6. (Previously Presented) The computer-implemented method of claim 1, wherein the tangible link is a line linking a user's activity represented separately in the at least two perspectives of the activity map.

7. (Original) The computer-implemented method of claim 5, wherein the tangible link is one of a tangible aural cue, and a tangible tactile cue.

8. (Currently Amended) The computer-implemented method of claim 1, wherein the activity map includes a geographic perspective and a discussion perspective, the two perspectives associated by the user ~~state~~ activity within the environment.

9. (Currently Amended) The computer-implemented method of claim 8, wherein the discussion ~~aspect~~ perspective includes at least one topic, wherein each topic is an element, ~~and links the activity map to a second activity map representing the topic in at least two perspectives.~~

10. (Currently Amended) The computer-implemented method of claim 1, wherein each perspective is one of a representation of the user ~~state~~activity, and a representation of user input to the environment.

11. (Original) The computer-implemented method of claim 1, wherein the environment is a transactional environment.

12. (Original) A program storage device readable by machine, tangibly embodying a program of instructions executable by the machine to perform method steps for interacting with an environment having an aspect, the method steps comprising:

representing the aspect in an activity map including at least two perspectives;

representing an activity of a user within the environment; and

representing the activity of the user as a tangible link between each perspective.

13. (Original) The program storage device of claim 12, wherein the environment is a transactional environment and the user is a market participant.

14. (Original) The program storage device of claim 12, wherein the activity map includes at least one perspective in which an on-line transaction is conducted.

15. (Original) The program storage device of claim 12, wherein the tangible link is a tangible cue which associates the perspectives.

16. (Previously Presented) The program storage device of claim 12, wherein the tangible link is a line linking a user's activity represented separately in the at least two perspectives of the activity map.

17. (Original) The program storage device of claim 12, wherein a single perspective incorporates more than one aspect.

18. (Original) The program storage device of claim 12, wherein the aspect may be represented by more than one perspective.

19. (Currently Amended) A computer-implemented method for representing a transactional environment having aspects comprising the steps of:

~~representing~~ displaying at least one different aspects
of user activity in an activity map comprising each of at
least two ~~associated~~ perspectives of an activity map,
wherein the perspectives are associated by the user
activity of a market participant, wherein ~~the~~ an
association between perspectives is represented as a
tangible link connecting perspectives, wherein the tangible

link is a line linking aspects of the user activity of the
market participant's activity represented separately in the
at least two associated perspectives of the activity map;

providing at least one perspective in which an on-line
transaction is conducted between at least two market
participants; and

representing the market participants within the
activity map.

20. (Original) The computer-implemented method of claim 19,
wherein perspectives of the activity map are associated by
market participant activity.

21. (Cancelled)

22. (Original) The computer-implemented method of claim 19,
wherein the transactional environment is one of a business,
a market place, and an auction house.